GREY	GREY	GREY
Remus Lupin You are Mooney, one of the four Marauders CONDITION Werewolf: When the game ends, you turn into a Werewolf. HOW TO WIN You win if you end the game in the same room as all 4 Marauders.	Sirius Black DESCRIPTION You are Padfoot, one of the four Marauders HOW TO WIN You win if the Dementor does not capture your card at the end of the game.	James Potter
GREY	GREY	GREEN
Peter Petegrew You are Wormtail, one of the four Marauders. You are also deeply scared of Voldemort HOW TO WIN You win if you are not in the same room as Voldemort at the end of the game.	Dementor You are a Magical Creature who guards Azkaban and feeds on human happiness. POWER Dementor's Kiss: Once during the game, you may reveal your card to a target player. Their card is captured. HOW TO WIN You win if you capture the escapee Sirius Black.	Green Wizard DESCRIPTION You are on the Green Team. HOW TO WIN You win if Harry Potter gets hit by the Avada Kadavra curse.
GREEN	RED	RED
Green Wizard DESCRIPTION You are on the Green Team. HOW TO WIN You win if Harry Potter gets hit by the Avada Kadavra curse.	Red Wizard DESCRIPTION You are on the Red Team. HOW TO WIN You win if Harry Potter avoids the Avada Kadavra curse.	Red Wizard DESCRIPTION You are on the Red Team. HOW TO WIN You win if Harry Potter avoids the Avada Kadavra curse.

